

Keyboard Controls



W - Stop	C - Stand ground	CTRL + T - Select all tanks
E - Attack	V - Passive	⇧ - Carry out orders
R - Move	Q - Stand	Space - Pause
S - Vehicles	A - Crouch	← - Double speed
S - Soldiers	Y Z - Lie down	F6 - Quick save
D - Exit	N - Choose nex unit	F9 - Quick load
F - Attach/Detach	CTRL + A - Select all units	F8 - Full screen
X - Free move	CTRL + S - Select all soldiers	F10 - Show objectives

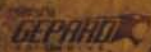
Activation-Key



CD-Key



www.PANZERS.com



Stormregion



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CODENAME:

PANZERS

PHASE TWO

MANUAL



Stormregion



SAFETY INFORMATION

A very small percentage of people experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even those with no history of seizures or epilepsy may have an undiagnosed condition that may develop into photosensitive epileptic seizures while playing video games.

These seizures may have a variety of symptoms including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling and hitting solid objects.

Should you experience any of the above symptoms, stop playing immediately and consult a doctor. Parents are advised to watch for the symptoms and warn their children about their possible consequences, as children and teenagers are more likely to experience seizures than adults.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the graphic array, using a smaller screen, playing in a well-lit room, and not playing at all when drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

SUPPORT

Please write down all important specification information for your computer (see below) as well as an exact description (when, how and where the error occurred; what exactly were you doing?), before contacting our technical support. This guarantees that we can help you in a fast and efficient way.

Please provide us with the following information:

Personal details:

- E-mail address
- If you are contacting us from outside of Germany, please provide us with information on your location and the language version of the program you are using.

Computer details:

- Computer make and model
- Windows version
- Speed and manufacturer of the processor
- Speed and manufacturer of the DVD ROM drive
- Total System RAM
- Video card make and model
- Sound card make and model
- Mouse and driver information as well as information on any further peripherals (e.g. joysticks)

In order to get this information, please go to "Run" in your Windows-start-menu and type "dxdiag" in the command line before confirming it by pressing the Enter key. Now the DirectX diagnostic program will start. It mainly shows all the relevant driver files of your system components. In order to receive a text file of this information, simply click the button "Save All Information". You can then place a text file with all the relevant data on your hard drive in order to send it via e-mail or keep it for future reference.

Contacts:

You can find our online support form on

WWW.PANZERS.COM

Please do not direct support requests to our company address or phone number as staff cannot answer any technical questions.

More Information and Updates:

WWW.PANZERS.COM

Register Online:

www.cdv-online.com/english/register

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INSTALLATION AND SYSTEM REQUIREMENTS

To install **Codename: Panzers Phase 2** on your computer, insert the game DVD into your DVD-ROM drive. Setup should begin automatically. If setup does not begin upon inserting the game DVD, please proceed as follows:

1. Go to your Start menu and **select Run**
2. Type **D:\Setup.exe** (where D is the default letter for your DVD-ROM drive, please change it if necessary)
3. Click **Accept**

Follow the onscreen instructions to install the game and have fun playing **Codename: Panzers Phase 2**.

During the installation process, you will be asked if you wish to install GameSpy for multiplayer games through the Internet. Answer Yes to install GameSpy on your computer, and follow the onscreen instructions.

Important: Codename:Panzers Phase 2 is a standalone product; it does not require the presence of Phase 1 to install and play.

When you play **Codename:Panzers Phase 2** for the first time, you will be asked to enter the Online key, which you'll find on the backside of the manual. Don't mix it up with the Starforce key! If the Starforce copy protection asks you to enter a key it's because it couldn't recognize the right DVD in your DVD ROM drive.

In this case press cancel and restart the application, preferably with the DVD in another drive if available.

System Requirements

Minimum

CPU: AMD Athlon™ 1 GHz or Intel Pentium® III 1 GHz
RAM: 256 Mb
Graphics Card: DirectX compatible with 64 MB RAM and Hardware T&L
Sound Card: DirectX compatible
DVD-ROM: 1x or faster
OS: Windows® 2000/XP
HD free space: 3 Gb
DirectX: DirectX 9.0c (included on disc)

Recommended

CPU: AMD Athlon™ 1.8 GHz or Intel Pentium® IV 1.8 GHz
RAM: 512 Mb
Graphics Card: DirectX compatible with 128 MB RAM and Hardware T&L
Soundcard: DirectX compatible
DVD-ROM: 4x or faster
OS: Windows® 2000/XP
HD free space: 3 Gb
DirectX: DirectX 9.0c (included on disc)

INTRODUCTION

Codename: Panzers Phase 2 is a real-time strategy game set in the WWII era. Like its predecessor, **Codename: Panzers Phase 1**, it consists of three chapters, each of which depicts events from a different point of view: the Axis (Italo-German), the Allied (Anglo-American) and the Partisan (Yugoslav) campaign. Campaigns are divided into a number of missions, and feature a distinctive set of heroes, some new, some already familiar from **Codename: Panzers Phase 1**. See Hero Descriptions for details.



The Axis Campaign is based on operations conducted by Italian and German forces in North Africa between 1940 and 1943. Starting on the eve of the British counter-offensive at Sidi Rezegh, it follows the Axis heroes fighting their way towards Cairo via Mersa Brega, the Halfaya Pass and the Gazala "Cauldron", the most intense armored battle ever fought on African soil. The campaign concludes with a major standoff at Tel el Eisa during the First Battle of El Alamein, the farthest point of Axis penetration into Egypt.

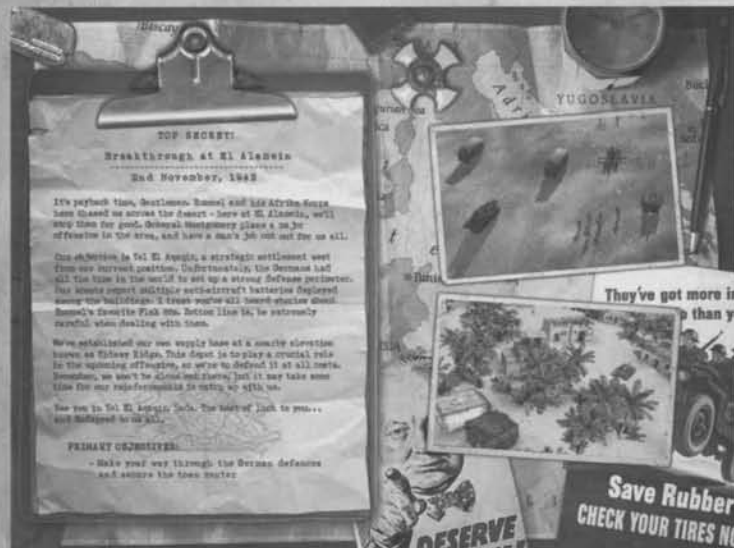


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Introduction

The **Allied Campaign** begins with the dramatic stand of the British forces at Kidney Ridge in November 1942. Including such key events as the liberation of Tobruk, the battle of Kasserine Pass and the invasion of Sicily, it follows the path of the British and the American heroes across the Italian mainland to the Volturno River and Monte Cassino, the last major obstacle between the Allies and Nazi Germany.



The **Partisan Campaign** picks up the story after the fall of Mussolini. Following the Allied Armistice and the withdrawal of Italian troops from occupied Yugoslavia, local resistance begins an offensive of Liberation which takes the Partisan Hero from the Dinarian mountain range and the secret hideout of General Tito to Belgrade and beyond the Isonzo River on the western border of Yugoslavia where the last battle against the fleeing invaders will be fought.

Historical and personal events unveil from one mission to another. Each includes several objectives, which must be completed in order to advance to the next mission. Also, there are optional goals which allow players to gain more experience and prestige points. Area maps and troop positions in the Single Player Campaigns are based on historic data. Multiplayer maps are custom built around their respective objectives, and feature scripted events to provide a different, yet no less engaging, gaming experience. You will play the commander of a small military formation. Your task is to accomplish all missions successfully, and ultimately complete all three Campaigns. Your formation includes infantry, artillery, armor and supply units. You may request aerial reconnaissance, long-range artillery support, tactical air strikes and strategic bombing as well.

Introduction

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At the beginning of each mission, you will be given specific objectives. Offensive operations typically involve attacking enemy positions, capturing strategic locations (towns, bridges and railway stations), defeating enemy forces and seizing bases. Defensive operation objectives include holding fortified positions attacked by superior enemy forces. You will be able to issue individual orders to any combat unit under your command, or put several combat units together into a group and manage it as a single entity. The mission is considered successful when all mission objectives are accomplished. If all your forces have been defeated or you have failed to achieve the objectives essential to the scenario, the mission is considered a failure.



AXIS (ITALO-GERMAN) CAMPAIGN



Dario De Angelis

Born on January 7, 1913, Dario was the younger son of Visconte Gaetano de Angelis, an infantry general who died in close combat with Austro-Hungarian troops during the battle of Caporetto on October 24, 1917.

Brought up by a widowed mother at a formidable family estate in Tuscany, Dario's childhood was all about concealing grief and living up to high expectations. Following the footsteps of his father and his elder brother Sergio, he applied to the elite Scuola di Applicazione Militare in Turin, and got his commission to the Royal Army of Italy in 1930.

Despite his awkward personality and questionable pedigree (his paternal grandfather, an industrial tycoon, had purchased the

title along with the Tuscan estate in the 1870's), his sultry good looks made Dario popular among women, and provided him with the taste for conquest, a delicacy he quickly became dependent on. Along with millions of Italians scarred by war and depression, Dario became fascinated by Mussolini's idea of a new "Risorgimento". Regarding his homeland abandoned by her allies and deprived of the fruits of victory, his initial determination of restoring Italian pride gradually turned into an obsession. Ensnared by Il Duce's dream of a New Roman Empire, he stood ready to embark on a personal crusade to distinguish himself and avenge his father on an unsuspecting world.

He drew first blood during the Spanish Civil War. Deployed to Aragon with the Italian Expeditionary Force in August 1937, he engaged and destroyed several Republican tankettes near the Tortosa junction. His conduct greatly impressed his German liaison officer, Hans von Gröbel, who in turn, introduced Dario to the "blitz" doctrine and its instruments, the new generation panzers. The "opposites attract" kind of comradeship between the two junior officers proved more durable than early tank designs. Those who knew them both would probably agree that Hans was the closest thing to a friend Dario ever had. His general fondness of all things German was a different story altogether. For Dario, the Third Reich was the Holy Roman Empire reborn in answer of Italian prayers for a strong and noble ally, proof of God's approval of Il Duce and his foreign policy.

In August 1940, twenty-six months after his reluctant goodbye to war in Spain, the dreams of Aspirante Dario De Angelis are about to come true. Assigned to the Mobile Infantry of Marshall Graziani's 10th Army, he is to take part in the invasion of British North Africa alongside his brother Sergio. Determined to push himself to the limits,

Dario plans to be the first Italian soldier to enter Cairo and uphold the family tradition by becoming a hero of his own right.



Sergio De Angelis

Born on April 22, 1906, Sergio was the elder son of Visconte Gaetano de Angelis, and the older brother of Dario.

He was lucky enough to have a real father instead of a bitter memory: he was almost eleven by the time Visconte Gaetano De Angelis gave his life in the Battle of Caporetto. His love, together with his lessons, left a lasting imprint on Sergio, a bright and eccentric boy who matured into a sturdy and shrewd young man with a natural flair for tactics and diplomacy.

Despite his top notch Academy record and undisputed bravery, he is not the perfect soldier Dario believes him to be. A loner and survivor by nature, he is too well educated to kill without remorse, too empathic to send people to their deaths, and lacks the necessary ambition to become a staff officer. Skeptical about Fascism in general and Mussolini's character in particular, Sergio did his best to keep away from Rome as much as possible during the initial phase of his career. His "baptism of fire" was the defense of a backwater Libyan garrison against Tubu raiders. Later on, he fought with distinction in Abyssinia and Eritrea, traveled all over the Middle East and mastered over a dozen languages - hence his reassignment to Military Intelligence by Marshall Pietro Badoglio, friend and comrade of the late General De Angelis. Despite Dario's unconditional faith in Fascism, Sergio still regards him as famiglia, and makes no attempt to tarnish his pristine ideas of heroism and patriotism. Revealing any doubts about himself or Italy's future would only force Dario to pick another role model, presumably Il Duce himself, and Sergio does not fancy the idea of losing Dario to an unscrupulous bastard like Mussolini.

In August 1940, Primo Capitano, Sergio De Angelis, regards the imminent Axis invasion of North Africa as his brother's best and last hope of salvation. If Dario survives long enough to see his dreams measured against the gruesome reality of war, he may recognize the error of his ways. When he does, Sergio will still be there for him.



Hans von Gröbel

Born on May 10, 1910, in Bergheim, Alsace as the next Freiherr of Colmar, the life of young Hans was a model of comfort and tranquility, until the fateful summer of 1914, when the family decided to abandon the Alsace estate (earned by Rittmeister Helmut von Gröbel-Königsegg in the Franco-Prussian war of 1870) for the relative safety of Germany proper.

Having lost everything to the first trumpets of the Great War, the von Gröbels lived out the remainder of the conflict with their Leipzig cousins in relative poverty. Raised in an atmosphere of brooding over a paradise lost and a life that might have been, Hans couldn't wait to get away from it all. Dining on ashes wasn't his idea of making a living and he was uninterested in

dressing the wounds of the Fatherland. All that remained from his shattered childhood were dreams and a primal hunger for respect and security, so he went to the only place he knew that could provide both. Following the footsteps of his father and grandfather, he volunteered for military service in 1925. In a Reichswehr restricted to 100,000 men and limited to alternate methods of expansion, Hans was among the first to receive mobile training based on the



combined use of mechanized infantry, artillery and airplanes. It was a novel concept he witnessed develop into the dreadfully efficient Blitzkrieg tactics. Officially commissioned to the Automotive Department of Weimar Freikorps in 1930, his unofficial duties took Hans far beyond the borders of the Fatherland. His credentials included a four-month visit to the Soviet Union (mostly spent on the proving grounds of the top secret Kukutino Tank school), and three consecutive holidays in Spain between 1935 and 1938.

Promoted to full Lieutenant after the French capitulation in 1940, Hans is now pulling strings to be reassigned to Panzergruppe Afrika, and looks forward to fight alongside his Italian kamrad, the brave, if slightly over-zealous, Dario De Angelis.

ALLIED (ANGLO-AMERICAN) CAMPAIGN



Jeffrey S. Wilson aka. "the Buck"

Born on May 5, 1911 in West Memphis, Tennessee; the fourth son of Emmeline von Zandt and Horace Ezekiel Wilson who was the former field chaplain of 11th US Cavalry, a Moabite reverend, and decorated veteran of the Spanish-American war of 1898. It is worth noting that the boy's given middle name of Solomon was changed to Samuel at the unlikely age of five. Bizarre as it seems today, it made perfect sense to millions of Americans in 1916. During the public uproar that followed the sinking of SS Lusitania, it was a legitimate and oft-used method of showing one's commitment to Uncle Sam and one's intention of joining the war on Germany.

Life in rural Tennessee was not all fun and games, but it was highly educational. Jeff came to learn the meaning of hard work, team spirit and responsibility. In essence, he took a crash course in military leadership even before he was old enough to have a rifle of his own.

There were some things that he never learned. But when he did learn something, he didn't stop until he was really good at it. His mother, formerly a teacher in the Boer Community School of Natal, went to great lengths to lay the foundations of his solid and perceptive personality, trusting natural inclinations and preferences to do the rest. Among the many influences that shaped Jeff further were the stories of his paternal Grandfather Shelton, a premium specimen of an American adventurer. Knowing a man can't live on Confederate folklore alone, he did his best to make his grandson conscious of his mixed origins, and made him aware of his place in the big picture. He was the one who defined Jeff as a Tennessee patriot and a citizen of the United States. He illuminated the distinctions between man-beasts and Tennessee gentlemen, and went on to educate his grandson in the ways of the latter. His lectures on world politics were especially enjoyable due to their revolutionary use of Sunday matinees and Alex Raymond comic strips. Grandpa Shelton passed away before the Nazis came to power in Germany, but his efforts were not wasted on Jeff. Others may paint Hitler as they like, but all he saw was Emperor Ming with a false moustache; the kind of villain gives you the creeps and makes you itch for your zap gun... even if you never had one. Taking control of his disgust, he kept watching the newsreels, reviewed his obligations, and took the first step of a long journey by volunteering for the Tennessee Militia, the fastest way of getting basic military training at the time. In the Summer of 1940, with two of his three brothers in the Navy, a few dimes in his pocket and one of his father's lucky Havanas tucked firmly

to the corner of his mouth, Jeffrey S. Wilson entered the US Army recruitment office in Nashville, and left as a private in the 752nd Tank Battalion, one of several motorized units that will participate in a yet-undefined overseas assignment. By the time of its official incorporation to US 2nd Corps, Jeffrey held the rank of Gunnery Sergeant. He scrutinizes maps of North Africa with the inquiring eyes of his mother, drags on a fine Havana like his father, and finds strange comfort in his dreams of an Africa that never existed outside the Sunday matinees- a place where Weissmuller's Tarzan makes juju, O'Hara's legs are always on display, and Grandpa Shelton's wits are always there for him.

James Barnes aka. "the Gent"

Born on January 8, 1908, in Guilford, Jim enjoyed the privileges of being the only child of a well-off English couple to the fullest. He had just about his fill of it by the time his sister Pollyanna came along.

The Britain they called home was an agreeable place when compared to the rest of the world. It still ruled over most of the oft-mentioned waves, but its royal splendor disguised an Empire that had lost more to the Great War than it gained from winning it. Beyond the smiles reserved for the Jims and Pollys, a nation of orphans, widows and cripples struggled to survive. Britain never stopped mourning... and collectively wondered if it ever will.

The strong anti-war sentiment of the general public forced the British government to assume a defensive stance in international matters, and diminished public support of British armed forces. Soldiering, once a widely respected and highly desirable career, lost much of its Belle Epoch appeal. It was just another dirty job now, waiting to be done only on a "need to" basis.

In a society which tried to tame Hitler with handshakes, and kept promoting it as the right method even while dodging his kicks to the groin, military service was about as desirable as the prospect of taming rabid monkeys in Calcutta with one's teeth! This anti-military sentiment was fine as long as one had better options. Jim Barnes had none at the time.

With his parents' wealth lost to the Wall Street Panic of 1929, Sandhurst was the only viable option to secure a future for the family. Jim cashed in his father's entire stash of college favors. It was just enough to gain him admittance. He spent much of his adolescent years in Sandhurst. He left prematurely for a brief and passionate love affair with the daughter of an Austrian diplomat. In the Victorian era, this would have been enough to finish him for life. But, in the 1930's, he got away with a wry letter of suspension from his CO, and a few "bloody fools" from college friends. His family never blamed him, and he certainly never blamed himself... until September 1939. With his chances of getting a commission practically eliminated, James Barnes enlisted in the service, and was shipped to Cairo with thousands of his fellow volunteers to defend Egypt from the imminent Axis invasion.

His former college friends are trying to convince their superiors to put Jim's commanding abilities to better use, but traditions and prejudices are hard to overcome. In the meantime, Private Barnes is doing his bit for King and Country where he is. Those who know him don't need stripes or pins to follow his lead.



PARTISAN (YUGOSLAV) CAMPAIGN



Farvan 'Vuk' Pondurovic aka. "the Wolf"

Fervan was born in February 1915, from the unlikely union of a Bosnian ashkall (coal maker) and the strongwoman of a Serbian traveling circus. Raised by distant relatives of his mother in rural Montenegro, he was an expert user of knives, axes and bolt-action rifles by the age of 12. A childhood of trespassing and poaching made him a master of wilderness survival. His much-praised animal instincts saved him and others many times during his wartime exploits.

Fervan joined the Communist Party of Yugoslavia while studying at Belgrade University in 1933. Expelled and briefly imprisoned for illicit political activities in 1935, he was quick to settle

accounts with those who betrayed him. His participation in the slaughter of five police informants rocketed him to overnight stardom on the country's Most Wanted list and qualified him as a "loose cannon" in the Communist underground.

Fervan worked hard to convince his comrades of his true operational value. Eventually, he was reallocated to the security Branch of the Central Committee and was encouraged to widen his ideological and professional horizons. The latter included six months of military and covert ops training in the Soviet Union, and qualified him a field grade officer.

On March 27, 1941, a military coup purged the pro-Nazi elements from the royal government of Yugoslavia, and established a new, pro-Ally cabinet. Ten days later the Germans invaded the country and forced the government, along with the Royal family, into exile.

In April 1941, Farvan was sent to Banja Luka to rally the local resistance and conduct a series of raids on enemy supply depots. Infuriated by their losses, the Germans launched a large-scale, anti-partisan operation in the area. A reserve detachment, led reluctantly by Hans von Gröbel of the 6th Panzer Army, delivered a surprise blow to the partisans by capturing their leader. They never managed to hand him over to the Gestapo: on

the way back to occupied Belgrade, the German column was ambushed by the Chetniks of Drazha Mihailovic. The truck carrying Wolf took multiple hits, skidded into the roadside ditch, and exploded seconds before Wolf used his knife on the canvas and jumped through the slit to safety.

Unarmed and without provisions, he traversed over a hundred kilometers of enemy territory and made it back to Crna Gora by the end of the week. Assuming command of the local partisan groups, he continued fighting the invaders of his homeland ever since.



Aleksander Efremovich Vladimirov

Born to a large peasant family on December 28, 1921, near Dmitrovo in Ukraine, Aleksander grew up a schoolbook example of the good-natured, hard-working Soviet citizen. As a child, he dreamed of driving a tractor in the kolkhoz. In elementary school, he excelled in mathematics, had a brief affair with chess, and showed some talent in soccer. At 17, he seriously considered dropping out of high school to join the Kiev Dynamos. He thought better of it, and went to Moscow University instead.

A sophomore of agricultural engineering, he was among the first to volunteer for the Red Army on June 22, 1941.

Thrown into the bloody turmoil of the German invasion, the would-be agricultural engineer quickly gave way to the sturdy peasant whose only ambition was to fight back and live to fight another day.

Aleksander fought and prevailed. His spirits were undaunted by hardship and grief. He became a true frontovik: a provider of guidance and inspiration to the men he leads to battle. Having defeated the Germans at Moscow and Stalingrad, he pushed them out of the Motherland, and kept pursuing them across the Balkans with his usual vigor.

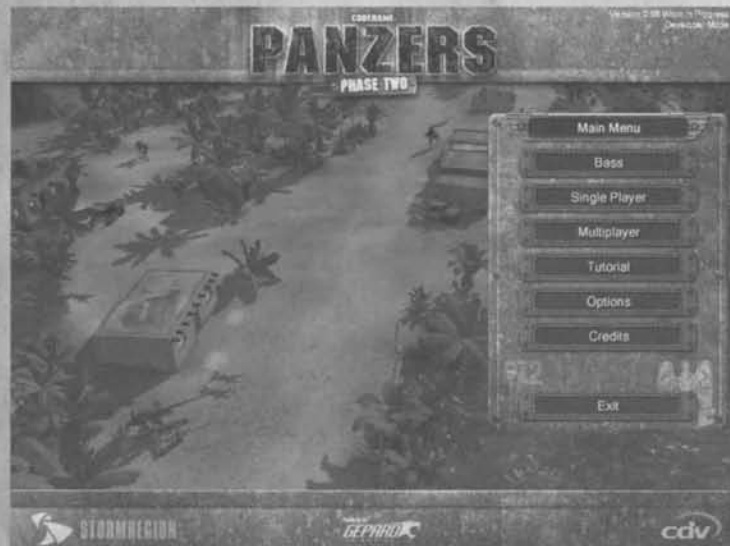
Belgrade may not be the shortest route to Berlin, but it will get him there... and besides, Moscow has already authorized the detour. With all those Germans around, it will be tough going. Aleksander is looking forward to it nevertheless. When it comes to killing pests, the agricultural engineer in him settles for nothing less than a hundred percent efficiency.



MAIN MENU

Following the introductory movie, the Main Menu Screen will appear and you will be prompted to create a profile. As profiles contain vital data on individual performance, you are kindly requested to create one in order to proceed.

You may access the profile menu anytime by left-clicking on the Profile tab, now displayed as the top item on the right side of the Main Menu screen.



PROFILE (The actual Profile name will be displayed here)

Left click on the Profile tab to access the Profile sub-menu. Here you may select an active profile from a number of existing profiles, create new profiles, or delete existing ones. Please note that the game requires an active profile to function normally, so the last profile can only be deleted after creating a new one.



SINGLE PLAYER

Left click on the Single Payer tab to access the Single Payer sub-menu. Here you may start/continue a Campaign, load a previously saved game, start a Skirmish session, load a custom scenario, access the Toplist, or return to the main menu.



CAMPAIGNS

Campaigns offer a sequence of missions connected to the main storyline. You must accomplish each mission successfully to move on to the next. Select the appropriate flag on the bottom of the Campaign Selection Window to start the Axis or the Allied Campaign. In order to preserve the chronological order of events, you are strongly advised to play the Axis Campaign first. For the same reason, you are kindly requested to finish both the Axis and the Allied Campaign to access the Partisan Campaign.



CONTINUE

Continues the Campaign from your last save game.



LOAD

Load a previously saved game.



SKIRMISH

Skirmish is all about fighting the game AI instead of human opponents. Use this mode to familiarize yourself with the features of Codename: Panzers Phase 2 before taking on the more challenging Campaign missions or trying your hand at Multiplayer on LAN or GameSpy.

Skirmish sessions are highly customizable affairs. There are 3 game types to choose from. Review them and take your pick in the appropriate scrolling window.



Team Match is your bog-standard singleplayer skirmish game with the added option of defining teams. Domination is set apart from the above by its more complex objectives, and offers larger, more intense battles with the added convenience of in-game reinforcements. Units are manufactured in factories placed next to strategic locations on each map, and will auto-join the team that controls their respective production facility.

Skirmish matches are scalable in several ways. You may increase/decrease the amount of starting prestige, thus controlling the number of purchasable units per side. You may adjust the intensity and/or longevity of scenarios by setting them in the Early/Late war era. Selecting the Early period and setting the default prestige to low will limit unit availability to infantry and light armor. Try this if you prefer squad level skirmishes to epic tank battles. If you wish to make heavy armor and other advanced weaponry available from the start, select the Late period and set the starting prestige to high in the corresponding windows. Those already familiar with Codename: Panzers Phase 1 will be delighted to find the new feature of fine-tuning Skirmish matches by enabling/disabling outside support options. Do this by checking/unchecking items in the corresponding pop-up window. When done, select Lock settings to proceed to the Staging Room screen (see Multiplayer section) and start creating your army.

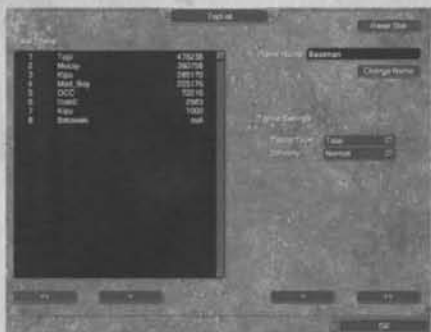
SCENARIO

If you are into modding and sharing custom maps with your friends, this is the place to go. The list of available maps is displayed in the window to the left.



TOPLIST

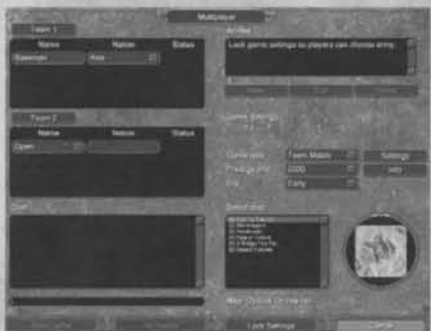
Offers you the option of publishing your campaign and mission scores and comparing them with those of others online. Requires GameSpy.



MULTIPLAYER

A key aspect of Codename: Panzers Phase 2 experience is the option of playing against human opponents either over the Internet or a local area network (LAN). To play a LAN game, you need to have the TCP/IP network protocol installed.

Codename: Panzers Phase 2 offers several Multiplayer game modes (Team Match, Domination and Assault) customizable along the lines described in the Single player



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Game Overview

section. Multiplayer maps accommodate up to eight players and/or two teams with a maximum of four members each.

The Staging Room screen is the starting place for all who wish to start/join a game. Once all participants finished creating their armies and feel ready to deploy, they're kindly requested to press the, I'm ready button, to proceed. (see LAN section) You may switch anytime between the GameSpy Title Room and the Staging Room before doing this.

LAN

Select LAN if you wish to host a new game or join an existing one on a local area network. Running games are displayed in the main window. To join an existing game, select it from the game list and click the Join button. To start a new game, select the Create game tab and enter a name for your game.



GAME SETTINGS

Game Type

Team Match: Strive for victory in a battle with up to seven other computer and/or human players. Rely only on your own handpicked soldiers. Use the gear and units you were sent, because you are not going to get any reinforcements.

Dominion: Strive for victory in a battle with up to seven other computer and/or human players. Conquer and hold the automobile factory infantry camp. They will build the backbone of your forces and will supply you with new units after they have been captured. Don't forget the radar station. It will allow you to carry out air attacks and send scouts over the battlefield.

Mission Mode: Finish different mission goals on several maps with up to seven other human players. This MP-Mode does not support computer opponents.

Game Overview

CODENAME: PANZERS PHASE TWO

Prestige limit: Set the Prestige limit to 1,500, 2,000 or 2,500. The higher the Prestige limit is set, the more units the players can buy.

Era: Select between Early and Late modes. In the Early mode, you will not have the full spectrum of units that you'll have in the Late mode.

Settings: Choose which extras, such as air support, that will be available in the online match.

Info/Map: Pressing this button will display the mission map or the mission description.

DIRECT-IP

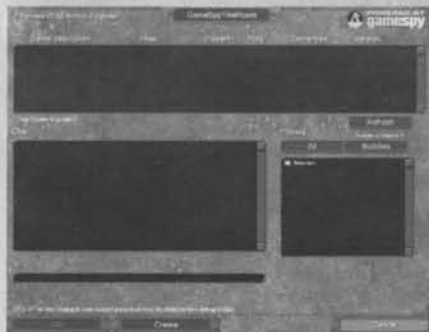
Choose this option if you wish to join a game on your LAN or the Internet: Enter the IP address of the host computer. You can also create a game as described above.



GAMESPY

You may also play Codename: Panzers Phase 2 online via the GameSpy master-server. If you select GameSpy mode, the game will be connected to the GameSpy master server. Enter your user name before connecting to the server. When the connection is established and the master-server list is read, you'll enter the game's title room.

The middle screen section displays list of active game sessions. Each session's line displays the name of the game and the current number of players. The column showing the number of players displays the games you can join in green (the games that haven't been started yet); the games already in progress are displayed in red (you cannot join them). You can chat with the players, connected to the server, who are not playing. On the left, there's the chat window for players who wish to begin the game; the line for typing your messages in is located below. Click on the Create button to launch a game session. The new session will appear in the title list. To join an existing session, click the Join Selected Game button.



After you have created your own session or joined an existing one, the program will automatically take you to the Staging Room screen.

TUTORIAL

Following a quick lesson on basic unit coordination, it will guide you through a specially constructed game map to show you how to interact with various objects and structures. This is highly recommended for novice players.

OPTIONS

Select this to set Game, Video and Sound Options or configure in-game controls. Main options are as follows:

GAME OPTIONS

Always HP Bar: The hit points bar above every unit in the game will be displayed. So you can see how much damage a unit has suffered.

Tool-tips: When selected, tool and game related tips are displayed when the mouse cursor is placed over the icons in the orders area or in the game or troops area, etc.

Flag and level stars for my own units: Your units will have your flag and the stars they gathered through experience displayed above them.

Flag and level stars for allied units: Same as above, but for allied units, which means that they are on your side but can't be controlled by you.

Flag and level stars for enemy units: Same as above, but for your opponent's units.

Auto save: You can adjust the interval in which the game will be saved automatically or turn the function off.

Fog of War View: Enabled and set to Normal by default, this allows you to see the whole map with the unexplored areas in shadow. If green is selected, the full map is displayed (without revealing the enemy units positions) and a green dotted circle marks the viewing range for each unit. If disabled, the full map is displayed with no additional markings.

Unit Acknowledgement:

NO: Your units don't give voice feedback at all.

Battle: Your units will state when they're attacked.

All: Your units give feedback when given orders or when they're attacked.



GRAPHICS OPTIONS

Video options are a determining factor in the performance of Panzers on your computer. Try them out to find a balance between speed and video quality. Available options are as follows.

Brightness: Adjust the overall brightness of the game.

Screen Resolution: Modify resolution for more/less detailed graphics. The available resolutions depend on your monitor and video card.

Color Depth: Will increase/decrease the quality of color representation in the game.

Refresh Rate: Higher refresh rates reduce screen flicker and prevent excessive eye fatigue. Please consult your monitor's user guide for supported refresh rates to avoid misuse that may result in hardware damage.

VSync: May be enabled or disabled.

Anti-aliasing, Shadows, Texture Detail and Texture Filtering: Setting higher values for these options will greatly improve the appearance of the game. This may, however, have considerable impact on the performance of some machines.

Hardware Mouse Cursor: Should be enabled to improve smoothness of mouse movements.



AUDIO OPTIONS

Here you can adjust in-game music volume, sound effects and speech volume.

Miles 3D Sound Provider: You can try different drivers to find out which one will suit best for you.



CODENAME: PANZERS

PHASE TWO

Game Overview

CONTROLS

Mouse scroll speed/keyboard scroll speed: Controls the speed of camera movement across the terrain.

Keyboard Bindings: Choose between Classic and Custom to define your custom keyboard binding.



CREDITS

Displays information on the talents behind Codename: Panzers Phase 2.

EXIT

Exits Codename: Panzers Phase 2 and returns you to the Windows desktop.



Game Overview

CODENAME: PANZERS

PHASE TWO

GAME PLAY

BASICS

If you are a novice in real-time strategy gaming, we suggest that you complete the tutorial before starting a new game. Whatever your choice, please find below a few hints to get started.

To scroll the map, move the cursor to the edge of the screen. To control the camera view, press and hold down the middle mouse button. By moving the mouse to the left or to the right you can rotate the camera, or you can tilt it by moving the mouse up and down. You can zoom in and out with the mouse wheel or can scroll the mini-map by moving the mouse while holding the left mouse button pressed.

You can issue orders following a few simple steps: select a unit (or several units) by clicking on it (them) with the left mouse button (referred to as LMB from now on). Click LMB on the action icon from the orders area and afterwards click with the right mouse button (referred to as RMB from now on) on the target area or object.

During battle, to command troops more efficiently, you might want to create a group. To achieve this, select a few units by holding the LMB pressed and dragging the cursor around them. Press CTRL key and one numeric key (for example CTRL and 1) to create group 1. The tag number 1 will appear on the upper tray. Later on, you can access this group by pressing key 1. You can join two groups together by dragging one tag number on another.

Units gain experience points in battle, when XP reaches a certain level. Consequently, the unit steps up one level and gains extra health, firepower or wider hearing range.

In the orders area, equipment icons can be activated during game play (check the small dot in the upper right corner of these icons), thus the units will automatically use the available equipment if necessary.

COLOR CODES

gray	no man's land, neutral object, empty vehicle or building
green	player-controlled
yellow	allied
red	enemy
blue	mission critical

CURSORS

attack	cursor with cross-hair
ammo refill	cursor with bullets
repair	cursor with wrench
rally point	cursor with flag
follow	cursor with arrow
healing	cursor with + sign
link for towing vehicles	cursor with square intersected by line
enter buildings, vehicles	cursor with left arrow
invalid selection (territory, target)	red circle with cross
rotate camera	two intersecting circles
special attack (grenade, bomber, fighter bomber, external support)	large white cross-hair

CONTROLS

The following section will teach you to lead your troops in battle, which is your main task once you start playing Codename: Panzers Phase 2. You'll learn everything you need to know about what's happening in the battlefield regardless of it being a campaign mission, a skirmish against AI, or when you play online with friends.

CAMERA CONTROLS

Scroll

With no unit selected, press and hold the RMB, or move the cursor toward the screen's edges.

Scroll on Mini-map

Move the mouse while pressing the LMB on the mini-map.

Rotate

Move the mouse left or right while pressing the MMB.

Tilt

Move the mouse up or down while pressing the MMB.

Zoom

Move the mouse wheel up or down.

KEYBOARD CONTROLS

W	Stop
E	Attack
R	Move
S	Vehicles: Reverse/Backward move
S	Soldiers: grenades, inflatable boat, etc.
D	Exit
F	Special orders (e.g. Attach/Detach)
X	Free move
C	Stand ground
V	Passive
Q	Stand
A	Crouch
Y/Z	Lie down
N	Choose next unit
CTRL+A	Select all units
CTRL+S	Select all soldiers
CTRL+T	Select all tanks
SHIFT	Carry out orders (press and hold)
SPACE	Pause
BACKSPACE	Double speed
F6	Quick save
F9	Quick load
F8	Full screen on/off
F10	Show objectives

INTERFACE

This section will teach you how to use the graphic user interface (GUI) of Codename: Panzers Phase 2 to obtain mission-critical information and issue commands with due haste. Main interface elements are the information area, the mini-map, the orders area and the upper tray.

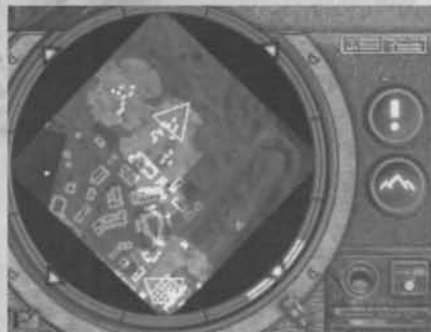


INFORMATION AREA

The information area shows all the information regarding the currently selected elements in the game. When you select a unit, you'll be able to see the type of the unit, the health points (red heart icon), the available ammunition (bullets icon), the experience points (stripes icon) and temperature (characteristic of armored vehicles, which can get really hot when exposed to flames). If you select multiple units, green squares show how many units of the same type are available in the troop or if you select a vehicle, how many men are inside. The information area also displays information regarding the damage each unit can inflict upon the enemy and icons corresponding to abilities, equipment and available friendly support each unit can request (recon plane, bombers, etc.).

MINI-MAP

The mini-map offers a simplified strategic view of the battlefield. Units will be displayed as color-coded dots (see Color Codes section) or icons of uniform gray. Mission critical locations are invariably marked with light blue cross-hairs. On the mini-map you may place markers to draw the attention of allied forces (! icon). You can also toggle terrain (middle icon) and ally colors (double flag icon) visibility on/off.



ORDERS AREA

In this area you can give orders to your units, to take a stance (stand, crouch, prone), to perform actions (stop, attack, move) or use equipment (throw grenades, provide medical assistance). Some of these icons are common for all units, while others are unit-specific. Common orders are as follows:

Stop	The unit will disregard all previous orders and stop immediately.
Attack	The unit will attack the designated target until further notice.
Move	The unit will converge to the designated position.
Move Freely	The unit will engage and follow all targets of opportunity.
Hold	The unit will hold position and open fire on all targets of opportunity within range.
Passive	Mechanized units will not move or fire. Infantry units will defend themselves if fired upon.

There are several unit specific orders as well. Placing the mouse cursor over the corresponding icons will display a short description of each. (Make sure that the Tool-tips option is checked in the Game Options menu).

Headlights: Night conditions reduce the sight range of all units by 25 percent. Switching headlights on nullifies this penalty. Units with headlights on can be detected by the enemy under fog of war - in this case they are indicated by a "headlights" icon. Headlights (provided your unit is equipped with them) can be switched on and off by using the Headlights Button on the lower right of the interface.

UPPER TRAY

At the top of the screen there is a tray with several game controls. The left margin contains the "dog tags" of units grouped together. Select the menu option to exit to the main menu, or select the objectives option to review the objectives. The P (Prestige) box displays the amount of prestige you have. You can gain more prestige points by completing secondary objectives and at the end of the level you can use these to recruit more units. Next to the prestige box, are a time counter that indicates the game-play duration and 3 buttons that allow you to pause the game or play the game either in normal or accelerated speed.



EQUIPMENT



Panzer Hand Mine: The infantry's best weapon against enemy armor. It magnetically attaches to steel surfaces. A timed fuse activates the charge, inflicting major damage even to the heaviest tanks. A single blast is capable of destroying medium and light tanks immediately.



Hand Grenade: To be used in close-quarter combat. Infantry squads automatically use them on enemy units within range.



Satchel Charge: Used to demolish bunkers or buildings. The Infantry squad must run up to the target to place the charge, and seek ample cover before the explosion to avoid blast damage.



Incendiary Bomb a.k.a. "Molotov Cocktail" or "Brandflasche": A regular glass bottle filled with flammable liquid, plugged by a cloth. Partisans set it afire before throwing it on a tank or vehicle. Upon impact, the bottle brakes and the contained liquid is ignited. Later the German army mass-produced it for military use.



Tank Mine: To be laid in the path of enemy armor. Triggered by excessive weights only. It's useless against infantry, but capable of immobilizing tanks by inflicting heavy damage to tracks.



Mine Detector: Electronic device capable of detecting underground metal deposits. When ordered to do so, Infantry squads will mark the position of detected mines with a flag. Player-controlled vehicles will avoid mine flags. Marked mines can be targeted and destroyed by firing at them.



Binoculars: Binoculars will extend the vision range of squads and enable them to spot threats from greater distances.



Inflatable Boat: Fits neatly in a standard backpack when deflated. It allows squads to cross stretches of water and access otherwise inaccessible areas. If ordered to a specific position on the far side of a river, they will use it automatically. Disable this option to make them look for the nearest bridge instead.

UNITS

The list below will introduce you to the full spectrum of period armament featured in Codename: Panzers Phase 2. Compiled from several public sources, descriptions are believed to be accurate and will give you a general idea of the characteristics and purpose of the original units. Please note that despite our best efforts to bring historic authenticity and immerse game-play into balance, we cannot guarantee that the in-game performance of these weapons will exactly correspond to their wartime service record.

This is not necessarily bad news, though. Like real war, Codename: Panzers Phase 2 is all about innovation and taking chances. So take yours and prove that a weapon is only as good as the man wielding it!

LIST OF ABBREVIATIONS

AA	anti-aircraft
AP	armor piercing
AR	assault rifle
AT	anti-tank
CP2	Codename: Panzers Phase 2
DS	discardable sabot
HC	high capacity/hollow charge
Flak	fliegerabwehrkanone
HE	high explosive
HP	horsepower
HQ	headquarters
HV	high velocity
km/h	kilometers per hour
MG	machine gun
MP	machine pistol
mph	miles per hour
Pak	panzerabwehrkanone
pdr	pounder
Pzkw	panzerkampfwagen
Sdktz	Schwere Panzerspähwagen
WWII	World War II

AXIS/ITALY

RECONNAISSANCE VEHICLES



Autoblinda 41

Autoblinda 41

Four-wheel drive, armored scout car with a driving position on each end. The rear driver also operated the radio and the hull-mounted MG. A turret with a 20 mm canon was located near the front. It was widely used as scout and command vehicle by the Italians in North Africa.

Carro Armato L6/40

Armored scout car that replaced the obsolete L3 series that Italy used in the beginning of the war. While a definite improvement over the latter, it was still inferior to British and American light tanks. Its speed and agility made it an ideal armored vehicle for recon purposes.



Carro-Armato L6-40

SELF PROPELLED ARTILLERY



Semovente 75/18

Semovente 75-18

Self-propelled gun built on the M13/40 tank chassis. (For later vehicles, the M14/41 chassis were used.) First entered into service with the Ariete Division in North Africa. Not many Italian tanks were capable of penetrating allied tank armor, but the Semovente did. It was the most successful AT weapon beside the Flak88 on the Axis side.

Semovente 105-25 "Basotto"

Semovente subtype equipped with a 105 mm gun. Proved so successful against Allied tanks that Germany decided to adopt the design unchanged. Basotto (Dachsl in Wehrmacht service) was a deadly weapon diminished by its severely limited ammunition carrying capacity.



Semovente 105/25 "Basotto"

ARMORED FIGHTING VEHICLES

M13-40

Medium tank built from armored plates bolted to a steel frame. Its armor had a tendency to crack when hit. It was also quite unreliable and prone to catching fire. While unable to compete with Allied armor, its maneuverability made it one of the best vehicles used by the Italians in North Africa.



M13-40

AIRCRAFT



Macchi Mc-200 "Saetta"

Macchi Mc-200 "Saetta"

Single seat, high-wing design developed in the mid-1930s for Regia Aeronautica. The Saetta (Lightning) was one of Italy's principal fighters in the early period of the Second World War. First deployed against the British at Malta, it eventually saw service in Greece, North Africa, Yugoslavia, and the Soviet Union.

Piaggio P.108

All-metal cantilever low-wing monoplane with retractable under-carriage. A highly advanced design in its day with two 7.7 mm waist MGs, a pair of 12.7 mm MGs in the lower and the nose turret, plus two remotely controlled twin MG turrets in the outer engine nacelles. Manufactured in several versions, it remained the only heavy four-engine bomber in Italian service during the Second World War.



Piaggio P. 108



Savoia Marchetti SM.79

Savoia-Marchetti SM.79 "Gobbo Maleditto"

A three-engine monoplane, medium bomber of the distinctively Italian "humpback" lineage - hence the nickname, "Gobbo Maleditto" or "Damned Cripple". Originally designed as a civil airliner, it saw extensive use as standard bomber and land-based torpedo bomber. In the latter category it clearly qualifies among the best.

AXIS / GERMANY

RECONNAISSANCE VEHICLES



Kübelwagen

nearly 55,000 Kübelwagens were built - a relatively low number compared to the 600,000 Jeeps produced by the Allies. Kübelwagen's only edge was its air-cooled engine that remained functional even in extremely harsh conditions. The vehicle saw action on all fronts, and was able to deal with most terrain types. Even US and British troops used it when they managed to capture one.

Panzerspähwagen SdKfz 250/1

Designed as a light armored personnel carrier, the SdKfz 250/1 was used to transport up to four soldiers, and conduct reconnaissance. Once it made contact with the enemy, its twin MG34's and light armor offered some protection. It also carried more than 2,000 rounds of ammunition. Served mostly in Panzer and Panzer grenadier divisions.



SdKfz 250/1

Panzerspähwagen SdKfz 223

Scout and observer of the German motorized divisions. The crews of two to four had a complete set of radio equipment at their disposal with which they could contact their commanders using a large frame antenna on the outside of the vehicle. The armored upper body was equipped with a rotating turret and was built on top of the chassis of a normal car. The turret was closed on all sides and protected against grenades with a grid on the top. The 223 was initially armed with an MG34, which was subsequently

replaced by the Panzer Rifle 41 in 1942. With its big wheels and its 75 HP Horch engine, it was usable on all terrains and served the Wehrmacht until the end of the war.



SdKfz 223

Kübelwagen

Cross-country recon and command vehicle. It entered service during the invasion of Poland where many flaws of the initial model surfaced. It was unable to maintain speeds lower than 4km/h when traveling with marching troops, and it wasn't fast enough for the driver when he was alone. Its lack of real cross-country capability only made matters worse. An improved gearbox allowed it to drive slowly alongside the troops and greater clearance underneath increased off-road stability. By the end of the war,

Light Panzerspähwagen SdKfz 232

Medium recon vehicle that differed from other models in its specialized wireless radio communication equipment. The visible attribute of this model was the "bedstead" antenna welded on top of the body of the car. At the point where the antenna was connected to the turret, a special joint was installed that allowed the turret to stay mobile and rotate 360 degrees.



SdKfz 232

SdKfz 263

8-wheeled heavy-duty utility vehicle, large and ungainly, but very fast addition to the German mobile arsenal in the early war years.



SDKFZ 263

ARTILLERY



FlaK 36 (88 mm)

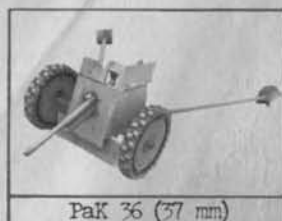
FlaK 36 (88 mm)

In the Battle of France, the Wehrmacht quickly learned that their dedicated antitank guns were not powerful enough to penetrate the armor of French and British heavy tanks. Out of desperation, German troops turned their most powerful weapon against them: the 88 mm anti-aircraft gun. When used against ground targets, the FlaK88 had an immense impact: it was easily capable of knocking out targets from a distance of 1,800 meters. Its main drawback was its weight. It needed a truck to

tow it. When firing its high velocity shells, it made a characteristic sound which duly lowered enemy morale in the vicinity. The gun proved so successful that variations of it were later used in tanks like the infamous Tiger.

PaK 36 (37 mm)

Medium (37 mm) antitank gun with an effective range of 7 kilometers. Weighting only 450 kilograms, it was very easy to maneuver and operate. It proved incapable of scoring kills from 1941 on, as it was not powerful enough to penetrate the hulls of newer Allied tanks. The Germans continued to use it against infantry due to its ability to fire both AP and HE



PaK 36 (37 mm)

CODENAME: PANZERS

PHASE TWO

Axis units



PaK 38 (50 mm)

PaK 38 (50 mm)

Heavy (50 mm) antitank gun with an effective range of 9.5 kilometers. Its ability to penetrate armor was adequate at first, but it soon met its match in the lumbering form of Russian heavy tanks. A well-trained crew could fire between 12 and 14 shots per minute. The PaK 38 was capable of firing AP, HE and HEAT ammunition.

SELF PROPELLED ARTILLERY

siG 33 (SF)

With a 150 mm howitzer mounted on the Panzer I Ausf. B chassis, it was the forefather of all German self-propelled artillery units. When fired on enemy infantry, its impact was enormous. But like all early self-propelled guns, it was highly vulnerable in close combat.



siG 33 (SF)

siG 33 auf PzKpfw II

Improved version of the widely used German self-propelled artillery unit. The Panzer II chassis had to be extended to absorb the recoil of the 150 mm howitzer mounted on it. The entire production went to North Africa at the beginning of 1942. Their service record was marred by numerous breakdowns, yet they remained in service until the end of the campaign.



siG 33 auf PzKpfw II

SdKfz 124 "Wespe"

Self-propelled artillery unit; a Panzer II chassis mounting a 105 mm light howitzer. Although it had only frontal armor protection and carried little extra ammunition or fuel, it remained in use by German artillery units until the end of the war.



SdKfz 124 "Wespe"

Axis units



SdKfz 131 "Marder II"

SdKfz 131 "Marder II"

When Russian T-34/76's and KV-1's made their smashing debut on the Eastern Front in 1941, the Wehrmacht badly needed mobile antitank guns to keep them at bay. The Marder was an intermediate solution. The concept was to fit antitank guns to the chassis of already decommissioned tanks. The improved version, Marder II, was a 75 mm AT gun mounted on the Panzer II Ausf. F chassis. The gunner could turn the cannon in a narrow angle to the left and right only, therefore the Marder II always had to face the enemy directly.

The light armor was easily penetrated by enemy fire, and the turret with its open top was a standing invitation to enemy soldiers to throw in grenades. Nevertheless, it turned out to be a very successful weapon: its heavy cannon was able to destroy most Russian tanks. Production was halted when the first "true" tank hunters entered service, but it remained in use until the end of the war.

Panzerwerfer 42 a

Heavy grenade launching system mounted on the Opel Maultier chassis. When it fired a salvo of 150 mm grenades from its ten launching tubes, they were blown, whistling over 7 kilometers, towards their target. Because of their high impact, power and great dispersion, "Moaning Minnies" had a devastating effect behind enemy lines. Capable of a top speed of 40 km/h only, it had excellent off-road capabilities. Although Panzerwerfer 42 crews had a MG for self-defense, they preferred to operate from the cover of infantry squads.



Panzerwerfer 42a

SdKfz 10/4 - FlaK30

Demag half-truck fitted with a 20 mm AA gun. Unlike stationary anti-aircraft units, it was able to use the natural cover of the surrounding environment. The sides of the loading area could be released to make a wide platform from where the gunner could open fire on enemy aircraft as well as ground targets.



SdKfz 10/4 - FlaK30

CODENAME: PANZERS

PHASE TWO

Axis units



SdKfz 142/1 Ausf. F

Sturmgeschütz III SdKfz 142/1 Ausf. F

In 1935, General von Manstein requested a vehicle fitted with an adequate gun that was able to defend itself against enemy armor while providing backup to assault infantry. Built on the chassis of the Panzer III, the self-propelled Sturmgeschütz III (popularly named StuG) was the answer. When the StuG III F entered service, the infantry had a vehicle to support them in most typical infantry tasks with a long barreled 75 mm gun that was able to penetrate all enemy armor of that time. Because of its low design

the StuG III was hard to hit. Its four-man crew had a much higher chance of survival in combat than those that used the Marder II. The StuG III was manufactured in large numbers, because it was easy and inexpensive to build. Compared to its construction costs it was rather successful in defending missions, and was in service until the end of the war.

Panzerjäger SdKfz 184 "Elephant"

Self-propelled tank hunter. Designed by Ferdinand Porsche, it was originally named "Ferdinand" after him. It had a top speed of 35 km/h, and was armed with an 88 mm main gun. Later it also carried a machine gun for self-defense - the lack of which led to the loss of many early models. The "Elephant" first saw action during Operation Citadel at Kursk in 1943. It was used mostly in Italy after that. Although it could invariably knock out any tank it came across, it was an easy target for enemy infantry attacking from its blindside.



SdKfz 184 "Elephant"

Panzerjäger SdKfz 171 "Jagdpanther"

Heavy tank hunter; an 88 mm AT gun mounted on the Panzer V chassis. The 700 HP Maybach engine was able to accelerate the 45-ton vehicle up to 50 km/h. The limited pivoting range of the gun made it necessary to move the whole body in the direction of the target. Thick front armor plating reduced the risk of getting critical hits in the process. Thanks to the many improvements done since 1943, the chassis was quite reliable; "Jagdpanther" crews did not need to fear engine or mechanical breakdowns.



SdKfz 171 "Jagdpanther"

Axis units

CODENAME: PANZERS

PHASE TWO

ARMORED FIGHTING VEHICLES



SdKfz 101 Ausf. B

Panzerkampfwagen I SdKfz 101 Ausf. B

Following its defeat in the Great War, Germany was not allowed to construct armored weapons. Nevertheless, an armored training vehicle, code-named "agricultural tractor", was commissioned in 1933. Despite its official classification and the relative inferiority of its armor and armament, the B version of Panzerkampfwagen played an important role in the Blitzkrieg against Poland and France. It was operated by a crew of two, a driver and a commander who fired at his targets

from a rotating turret with a pair of 32 mm MG 13's. The thin armor plating provided protection against light infantry weapons only. At 5 metric tons of operating weight, its 100 hp engine was insufficient, and guzzled more than 90 liters of gas per 100 kilometers. Despite its ineffective battle characteristics, the Panzer IB provided the Germans with invaluable experience, which they used to develop more powerful tanks.

Panzerkampfwagen I SdKfz 101 Flammpanzer

Flamethrower version of the Panzer I light tank, used extensively in North Africa by the 5th Leichte Division. It had range of about 25 meters and was capable of 10-12, one-second bursts.



SdKfz 101 Flammpanzer



SdKfz 121 Ausf. C

Panzerkampfwagen II SdKfz 121 Ausf. C

Designed to replace Panzer I as a light battle and reconnaissance tank, it was also to succeed it as training vehicle. The single noteworthy improvement was the addition of a radio operator, also responsible for reloading the 20 mm cannon, still ineffective against most enemy tanks. The armor was adequate only against light infantry. With its 140 HP Maybach engine, the Panzer II was forced to avoid enemy armor instead of trying to outrun them.



SdKfz 141 Ausf. F

Panzerkampfwagen III SdKfz 141 Ausf. F

Medium battle tank in manufacture since 1938. Its F revision was equipped with a 50 mm cannon. Additional weaponry consisted of dual MG32's, one fitted to the turret, the other to the bow. The Panzer III was successfully used in Poland and France, where it succeeded in destroying superior enemy tanks. It was operated by a crew of five. The 30 mm armor was sufficient against antitank grenades and MG rounds, but failed to deflect direct hits: during the Russian Campaign, Soviet antitank rifles easily

penetrated the vehicle's sides. The sides of the turret and the drive section were then reinforced with armor skirts.

Panzerkampfwagen IV SdKfz 161 Ausf. D

Main battle tank, the backbone of German armored divisions from 1942. Despite being originally conceived as a support unit for Panzer III and assault infantry, it remained an effective weapon against enemy tanks until the very end of the war. The only weakness of the D revision was the short barrel of its, otherwise very impressive, 75 mm main gun. As with the Panzer III, five-person crews were hunting enemy infantry and tanks from within the Panzer IV. Starting with revision B, a 300 hp engine was used instead of the original 250 hp one.



SdKfz 161 Ausf. D

Panzerkampfwagen IV SdKfz 161/1 Ausf. F2

Main battle tank, the backbone of German armored divisions from 1942. The F2 Revision was ultimately equipped with what would turn it into the nightmare of Allied tanks: a long barreled 75 mm cannon. The upgrade proved its worth primarily during the Russian Campaign. Soviet tanks were practically immune to the fire of smaller German cannons - the F2 changed the situation dramatically. Soviet antitank rifles remained a serious threat to the side armor of the Panzer IV. Subsequently, armor skirts



SdKfz 161/1 Ausf. F2

were added to protect the drives and the turret. This upgrade turned out to be amazingly resistant against hollow point ammunition. As with the Panzer III, five-person crews were hunting enemy infantry and tanks from within the Panzer IV. Starting with revision B, a 300 hp engine was used instead of the original 250 hp one. While not excelling in speed, the Panzer IV, especially in later revisions, was an excellent weapon.



"Panther" SdKfz 171 A

Panzerkampfwagen V "Panther" SdKfz 171 Ausf. A

Tough times began for the Wehrmacht with the appearance of the Russian T-34 medium tank. It was far superior to all German panzers of the time: its tilted armor deflected most projectiles like tennis balls. To counter the threat of the mass-deployed T-34, German experts suggested copying it, but they lacked a suitable engine as well as the necessary fuel. They began constructing a new panzer utilizing the tilted armor and the wide tracks of the T-34. The resulting "Panther" was drastically different from earlier

German tank designs. Manufacture of Revision A started in August 1942. The standard MG loophole was replaced with an MG 34 fitted into a rotating sphere. This model was also equipped with armor skirts. The gunner was able to target objects over a distance of 2,000 meters with his long barreled 75 mm cannon. Every 4th shot was a direct hit when using rapid automatic fire: despite the recoil, the Panther was still capable of precise targeting.

Panzerkampfwagen V "Panther" SdKfz 171 Ausf. D

Despite the various construction problems, 250 of the "Panther" A version went into service during the Battle of Kursk, leading to a dropout of 80% of the Panthers in day one. Production of Revision D started in December 1943. The gunner could target objects over a distance of 2,000 meters with his long barreled 75 mm cannon. Every 4th shot was a direct hit using rapid automatic fire. The engineers delivered brilliant work with the undercarriage: no wartime tank came close to the Panther in terms of absorption and suspension. Considered to be one of the best weapons of WWII, the resourceful combination of weaponry, armor and speed made the Panther extremely dangerous. It was able to destroy every Allied tank it encountered, and was feared even by T-34 crews.



"Panther" SdKfz 171 D

Panzerkampfwagen VI "Tiger" SdKfz 181 Ausf. E

Entered service in July 1942 as an answer to the threat posed by mass-produced Allied tanks. Its strongest asset was the 88 mm main gun derived from the infamous Flak 88 anti-aircraft cannon. At a distance of 1,800 meters, its projectiles penetrated each and every enemy vehicle, while the Allied tanks had to be quite close to the "Tiger" to penetrate its 10 cm hull plating. Even if the distance was sufficient, the enemy tank only had a chance of success if the Tiger was hit from the right angle. If the German



SdKfz 181 Ausf. E

driver was guarding the angle towards the enemy optimally, his tank was de facto invincible. Although the commander, driver, shooter, loader and radio operator could always rely on the enormous firepower and strong armor of their 'cat of prey', its 650 hp engine caused frequent

problems. The tank was not sufficiently motorized with it and its frequent stalls and failures regularly caused dangerous situations. Even in later revisions, these problems could never be fully eliminated. Another weakness of the tiger was its dependence on terrain conditions. With a weight of 57 tons, it was better off avoiding muddy grounds.



SdKfz 182 Ausf. B

Panzerkampfwagen VI "Tiger II/King Tiger" SdKfz 182 Ausf. B

Heavy battle tank delivered by Henschel between January and September 1944. Several of the 500 original units remained in service until the end of the war, through Operation Market Garden, the Ardennes Offensive, Hungary, Poland and the defense of Berlin. Despite being an upgrade of the Tiger I, the "Tiger II" differed quite drastically from its predecessor. It was armed with the new 88 mm KwK 43 L/71 cannon, which was able to penetrate

28 cm of steel over a distance of 1 km, making it the most powerful weapon of the war. Even over a distance of 3.5 km, it was still able to pierce every Allied tank before it needed to fight back. Armor plating was further improved over that of the Tiger I. Consequently, it feared no enemy tanks with the exception of the Russian IS-2 and IS-3. The Tiger II was the pride of German armored forces and immediately achieved "terrifying" status with the Allies. Its biggest drawback was its own highly advanced technology: more King Tigers were disabled by mechanical breakdowns than by enemy tanks. Often the crew of five had no other choice but to abandon and destroy their paralyzed vehicle.

TRANSPORT AND UTILITY VEHICLES

Krupp L2

Cross-country transporter capable of carrying up to eight soldiers. Equipped with a 60 HP engine, its top speed was 70 km/h. It wasn't exclusively used as infantry transport; it also towed the 37 mm PaK.



Krupp L2

Opel Blitz

The 3-ton Blitz (Lightning) truck was the most commonly used German troop and supply transporter. It had 4-wheel drive and proved very durable. More than 400,000 were manufactured by 1945.



Opel Blitz



SdKfz 10

SdKfz 10

Medium half-track designed in the mid 1930's as an infantry transporter. It had great off-road abilities regardless of weather conditions. Later on, all kinds of anti-aircraft and anti-tank guns were mounted on the SdKfz 10, which made it a rather useful combat unit.

SdKfz 11 (Hansa-Lloyd)

Heavy half-track, one of the Wehrmacht's many workhorses. When it came to towing howitzers, antitank guns or other equipment, the SdKfz 11 was often called upon. It could carry huge quantities of ammunition and supplies as well.



SdKfz 11 (Hansa-Lloyd)

AIRCRAFT



Junkers Ju-87b "Stuka"

Junkers Ju-87b "Stuka" Dive Bomber

"Stuka" is the abbreviation for Sturz-Kampf-Bomber (dive-bomber.) With its crew of two, the Ju-87b became infamous for its "Jericho trumpets", an unusual airscrew on its left landing gear. Just the sound of it caused widespread terror and chaos on the ground when it started to howl as the Stuka dived down on a target. Because of its ability to dive vertically, it was ideal for precisely targeting fortifications, bunkers or tanks.

Its tremendous reputation was marred in the Battle of Britain: Ju-87b squadrons suffered heavy losses and were soon pulled from front-line service. Despite this, the Ju-87b remained frightfully effective under the right circumstances, especially on the Eastern Front where they kept fighting Soviet tank columns until the very end of the war.

CODENAME: PANZERS

PHASE TWO

Axis units



Heinkel He-111

Heinkel He-111 Level Bomber

Between 1939 and 1944, Heinkel delivered over 5,000 He-111's to the Luftwaffe. Having made its debut in the Spanish Civil War, the series was somewhat obsolete for its time. Its three 7.92 mm MGs proved dramatically insufficient for self-defense during the Battle of Britain.

It saw use as a flying launch platform for the V1 rocket. Heinkel also produced an unusual twin hull version with 5 engines to tow the giant Me-321 paraglider.

Among the tasks cut out for the He-111 was the attack of Allied convoys bound for Murmansk in the Arctic Sea. It also supported the German ground troops on the Eastern Front. It had been pulled from the Western Front much earlier, due to heavy losses.

As the war continued, the designers fitted the He-111 with up to eight MGs, their last model was equipped with twin-mounted .20 MGs. The plane's weight was nearly doubled from eight to fourteen tons. Version H was able to carry tons of bombs while maintaining a speed of 415 km/h.

Henschel Hs126

High-winged monoplane design. Having entered service in 1936, it was the most important German tactical reconnaissance aircraft in the early period of WWII. It carried a crew of two: a pilot in the front and observer in the rear cockpit.



Henschel Hs126



Allies units

CODENAME: PANZERS

PHASE TWO

ALLIES / BRITAIN

RECONAISSANCE VEHICLES



Daimler MK1 Dingo

Daimler "Dingo"

British recon vehicle with independent suspension system, hydraulic disc brakes and a second steering wheel facing the rear. It was famous for its much-touted ability to be driven rapidly in reverse in emergency. It was equipped with a light 40 mm gun for self-defense.

Humber Mk II

Armored recon vehicle equipped with a 4.5 liter Daimler straight 6 engine with a Wilson gearbox and 5 speeds forwards and 5 speeds in reverse. Max speed was about 50 mph. Standard armament was a 2-pounder main gun and a 7.92 mm Besa MG. A .303 Bren was also carried as an anti-aircraft weapon in several cases.



Humber Mk II

ARTILLERY



25 Pdr field howitzer

25 Pdr (87.6 mm) field howitzer

One of the most popular guns the Allies used during the war. Took several types of ammunition and was able to fire AP, HE, smoke grenades or shrapnel. Its ballistics was calibrated for 25-pound shells, such that other shells had a slightly different line of fire. The 25-pounder was able to handle difficult terrain, even with its weight of 1.8 tons.

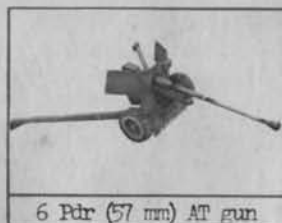
CODENAME: PANZERS

PHASE TWO

Allies units

6 Pdr (57 mm) AT gun

An ample weapon capable of taking out all German panzers except the Tiger. Fired special SABOT shells over 9 kilometers where they could still penetrate 63 millimeters of steel. Was good enough for the USA to copy it.



6 Pdr (57 mm) AT gun



BL 5-inch field cannon

BL 5-inch (140 mm) field cannon

Medium field artillery piece able to fire three shells per minute over a distance of 16 kilometers. It could also launch smoke and flare grenades.

Bofors L60/40 AA

Swedish light artillery piece; one of the most successful anti-aircraft weapons of the war. Used as a mobile air defense platform on the ground as well as on ships. Fired between 100 and 150 rounds per minute.



Bofors L60/40 AA

ARMORED FIGHTING VEHICLES



Churchill III

Churchill Mk III

The first major armament overhaul of the heavy infantry tank. While the hull howitzer was dropped, the vehicle mounted a more powerful 6-pound (57 mm) gun. Unlike early versions, it had a welded turret. First appeared at El Alamein.

Allies units

Churchill Mk VII "Crocodile"

Flamethrower version of the British heavy infantry tank. Retained its coaxial Besa MG and the 75 mm main gun in the turret. The flame projector had a favorable range of about 120 yards, but in general, 80 yards was considered tops. The fuel was carried in an armored 2-wheel trailer and contained 400 gallons of latex, plus five nitrogen bottles that supplied pressure.

Note: in CP2, you must purchase the trailer separately to use the Crocodile's flamethrower.

If the Latex Trailer gets destroyed, the Crocodile will continue to operate as a normal tank.



Cromwell Mk IV

Cromwell Mk IV

Cruiser Class medium tank designed in difficult economical times of the mid 1930's. As such, the construction lacked a lot of features that would have increased its cost. The Mark IV lacked most of the exotic weapons carried by earlier models. Instead, it came with 76 mm armor plating and a 75 mm main gun that, for a limited time, made it superior to the US Sherman.

Crusader Mk II

Cruiser class medium tank armed with a 2-pound (40 mm) gun that was too weak against German tanks by 1941. Although its armor was angled, it was in some places only 7 mm thick. Consequently it was destroyed in large numbers by enemy ATGs. On the positive side, the Crusader was a sprinter - clearly an advantage in the North African desert. Due to its shock absorbers, it was capable of speeds up to 65km/h; in fact, it was faster than its manufacturer claimed it to be. It was common practice among Crusader crews to fiddle with the output of their engines, which also decreased their reliability. The Crusader was also equipped with a MG mounted in a small, lightly armored turret, which offered more points to penetrate the tank.

Matilda Mk II

Cruiser class medium tank, the total opposite of the Crusader in terms of armor. In 1940, it could withstand any German ATG thanks to its 78 mm-thick plating. In some cases, even the dreaded Flak 88 failed to penetrate it. On the other hand, its 2-pound (40 mm) main gun was a threat to all German tanks. The mix of armor and firepower made it lethal on the battlefield. It also had a MG to engage enemy infantry. Luckily for the Germans, Matilda production was so slow their presence could hardly be felt during the Battle of France.

CODENAME: PANZERS

PHASE TWO



Churchill Crocodile



Crusader Mk II

CODENAME: PANZERS

PHASE TWO

Allies units



Matilda Mk II

The Matilda II was a nightmare for the Italians in North Africa. Huge numbers of their tanks yielded to it without the slightest chance to score any damage in return - hence its nickname "The Queen of the Desert". Its glory days ended when the Rommel's Afrika Korps arrived to North Africa: the 2-pounder proved too weak against new German tanks, and could only destroy them from point blank range. To achieve a fatal hit, the Matilda had to close in on them with its twin 95 HP diesel engines. Due to the fact it was impossible to mount a bigger gun in the small turret, production ended in 1943.

M3A1 Grant

American medium tank customized to carry a 75 mm gun. Ordered straight from the drawing board of Baldwin and the American Locomotive Company - each made pilot models by April 1941. Production began in August 1941 and ended in December 1942. It was intended only as a stopgap before the M4 Sherman arrived. When the latter started production, the M3 was designated Substitute Standard. In April 1943, it was classified as Limited Standard, and by April 1944 it officially became obsolete.



M3A1 Grant

M3A1 Stuart

American light tank standardized in July 1940. Production started in March 1941 at the American Car & Foundry. It was based on the M2A4, but had thicker armor and the idler wheel was placed on the ground to act as another road wheel. Nicknamed "Honey" by British cavalry regiments, it was used in Burma, NW Europe, Italy, and North Africa. Russia, China, and France received some as well. The British were reported to like this tank at the time of its introduction: it could go about 10-20 mph faster than their own or enemy tanks, and required less maintenance.



M3A1 Stuart

Sherman VC "Firefly"

British field upgrade of the mass-produced American M4 medium tank, mounting a 17-pound (76.2 mm) antitank gun. One of the many advantages of the Sherman family was that it was produced from cast-steel components that could be assembled quickly. Various Allied facilities produced approximately 1,000 standard units per month. Another advantage



M4 Sherman VC "Firefly"

Allies units

was its horizontally stabilized gun. With it, the crew of five could fire while the tank was moving. Equipped with the British 17-pounder, the M4 was positively lethal: it could penetrate the armor of any German panzers of the time, the fearsome Tiger included. The Tiger I of German Panzer Ace, Michael Wittman, was also destroyed by an M4 "Firefly" belonging to the 33rd Armored Brigade of 1st Northamptonshire Yeomanry.



Valentine III

Valentine Mk III

British infantry tank armed with a 2-pound (45 mm) gun. First saw action with the 8th Royal Tank Regiment of the 1st Army Tank Brigade at Capuzzo in November 1941. Also took part in the night attack with the 2nd South African Division against Bardia fortress in January 1942. Its reliability was considered very high. It is reported that some Valentines were able to track the 3,000 miles from El Alamein to Tunisia with the 8th Army. One of the most widely used British tanks of the war.

SELF-PROPELLED ARTILLERY

Archer

Self-propelled artillery piece; a 17-pound antitank gun mounted on the Valentine chassis. This chassis was rather narrow, and the heavy gun stressed the front too much. So, the engineers simply mounted the gun backwards. It pointed to the rear, while the tank drove into the other direction. Because of this, the tank was difficult to handle in combat, but it was a dangerous opponent when it was protecting troops in retreat. Its powerful gun was also of good use when the Archer was operating from a well-covered spot.



Archer



Bishop

Bishop

Self-propelled artillery piece; a 25-pound (87.6 mm) gun mounted on the chassis of the Valentine tank. It was difficult to move the gun quickly and the barrel could not move up to a higher angle. If the crew wanted to fire over a greater distance, they had to unmount it and carry it up a ramp. They could not transport the necessary amount of ammunition, and needed a separate ammo trailer. There wasn't enough room for all crew members in the vehicle. One of them often had to travel on the hood.

CODENAME: PANZERS

PHASE TWO

Allies units

M15A1 AA Gun Carrier

M15 half-track carrying a 37 mm anti-aircraft gun and a pair of .50 machine guns. Produced from August 1943, it was lighter and had lower silhouette than the original M2T28, which also lacked armor protection. Due to its high firing rate, high accuracy and excellent off-road capabilities, the M15A1 was widely used by the Allied forces in Tunisia against a variety of ground and air targets.



M15A1 AA Gun Carrier

TRANSPORT AND UTILITY VEHICLES



Bedford QL

Bedford QL

British counterpart to the Opel Blitz transport truck used for many different tasks: as weapon platform, ammunition transports, normal truck, towing vehicle or gasoline transport. Because of the many tasks it could fulfill, it was used all over the world. With 52,000 built, it was the most-produced, three-ton truck used by British forces in WWII. Because of its 4-wheel-drive, it also had great off-road capabilities.

Bren Universal Gun Carrier

Fast, lightly armed utility vehicle designed to carry infantry and Bren MG teams - hence the name "Bren Gun Carrier". Manufactured in Britain, Canada and Australia, it served on every front, in every formation, and in a variety of roles ranging from infantry support to gun tractor to logistics and communications.



Bren Universal Gun Carrier

Latex Trailer

Amly armored latex container for the Churchill "Crocodile". In case of emergency, tank crews had the option of detaching it within seconds.

Note: In CP2, you must purchase it separately, and manually attach it to the tank at the beginning of the mission.



Latex Trailer

Allies units

AIRCRAFT

Supermarine Spitfire MkVb

Improved version of the emblematic British fighter plane; one of the most successful "stop-gaps" ever introduced into Royal Air Force Service. Instead of the standard Merlin XX engine, Rolls-Royce's superior Merlin 45 was fitted into a slightly modified MkI airframe. MkV served on all battlefronts and was supplied to nine other countries including the Soviet Union and the United States.



Spitfire MkVb



Bristol Blenheim

Bristol Blenheim

Transport plane of conventional design. Conceived as a civil airliner, it was faster than most RAF fighters during the initial phase of the Second World War. Despite its high vulnerability to enemy fire, it saw extensive use as bomber, fighter, night-fighter, reconnaissance plane and close-support aircraft.

Westland Lysander

High-winged prewar monoplane design. Having entered RAF service in 1938, a relatively low airspeed made it critically vulnerable to enemy fire during the Battle of France. Withdrawn from front-line service, it soon became famous for its nocturnal flights into occupied Europe, dropping supplies and agents behind enemy lines. It also served as a target tug, and performed invaluable service during air-sea rescue operations over the English Channel.



Westland Lysander



DeHavilland Mosquito

DeHavilland Mosquito

High-speed, all-wood, fast-attack plane of revolutionary design. Produced in many variations and used extensively in several roles; trainer, photo recon, interceptor and night bomber are but a few of them. Arguably it was the most successful and least conventional British aircraft of the war.

ALLIES/UNITED STATES

RECONAISSANCE VEHICLES



Wyllis Jeep

Wyllis Jeep

A 4-wheel drive, all-terrain scout and command car; probably the most famous in Allied use during the war. A water-cooled 54 HP engine enabled it to climb hills at 60° and travel through shallow waters. Had no problem handling arid (desert) and humid (jungle) climates either. Different variations came equipped with pivoting MG, additional fuel tanks or armor plating.

Dodge WC 57

A 4-wheel drive American command car mainly used as a mobile radio station by front-line units. It was great for off-road duties and was a great climber due to a relatively powerful 76 HP engine. To help other vehicles deal with difficult terrain, it came equipped with a winch.



Dodge WC 57

SELF-PROPELLED ARTILLERY



M7 Priest

M7 Priest

American self-propelled artillery piece; a 105 mm howitzer mounted on the M3 chassis, used mainly as artillery at medium range to support attacking infantry. Produced from early 1942, it was in high demand when British troops needed a replacement for their Bishop mobile artillery piece during the North African campaign.

M16 MGC Quad AA

Multiple gun carriage version of the American M16 utility vehicle. Also called the "Meat Chopper", it carried four .50 cal machine guns coaxially mounted on an electrical Maxson turret. Its maximum rate of fire of 2,200 rounds per minute made it deadly against low flying aircraft, and proved devastating if used in the ground support role against infantry. Other variants included the T30 HMC, mounting a 75 mm Pack Howitzer, T19 HMC, mounting a 105 mm Howitzer, M15A1 MGMC, mounting a 37 mm AA gun and two coaxially mounted .50 cal MGs.



M16 MGC Quad AA



M36 Slugger

M36 Slugger

Tank hunter that displaced the German Flak 88 in its "prime killer" role. The chassis was taken from an M10, but it needed a complete new design for a turret that was able to hold the heavy 90 mm gun. Due to its sheer power and special ammunition, it could destroy the Tiger and Panther from great distances. The crew often used the "shoot and scoot" tactic, and many kills were claimed without a single loss of a M36. More than 1,400 M36's were used in service between 1944 and 1945.

ARMORED FIGHTING VEHICLES

M4 Sherman

American medium tank; the all around weapon of the Allied armored divisions. In addition to being placed in service with a 75 mm antitank gun, it was used for sapping and wrecking duties as well. In addition to the swimming and flamer versions, it also saw action as a mobile rocket launcher platform. Early versions had the unpleasant habit of catching fire without any enemy contact. The reason was the 425 HP gasoline engine from Chrysler. Later versions were mechanically sound and sturdy, liked even by the Russians for their rugged reliability. The Sherman remains one of the most well-known tanks in the world. The USA exported it to many countries after the war.



M4 Sherman



M26 Pershing

M26 Pershing

American medium tank mounting 110 mm armor plating and a 90 mm main gun, hence its nickname "Tiger Tamer". The gun fired from a cast turret; its high velocity shells could kill both the Panther and the Tiger from great distances. And since its gun was also stabilized, it could do that even while driving. It entered service very late, and only 20 had reached the European continent by January 1945.

TRANSPORT AND UTILITY VEHICLES

M2A1

Personnel transport vehicle manufactured in several versions, including half-track. Offered seats for ten men in full combat gear, and saw heavy use as a prime mover for the 105 mm howitzer as well.



M2A1

AIRCRAFT



Curtiss C-46

Curtiss C-46

Mass-produced cargo plane of American design. It could carry between 38 and 50 troops depending on the interior configuration. A large cargo door, combined with a 5-ton carrying capacity, allowed it to deliver jeeps, light trucks, and even smaller aircraft.

Lockheed P-38 Lightning

Twin-boom, multi-engine aircraft of American design. Packing twice the power and almost twice the size of its predecessors, it is one of the many wartime triumphs of US aeronautics. Mounting no less than four .50 cal MGs plus a 20 mm cannon, it sported enough firepower to sink a ship, which it occasionally did.



Lockheed P-38 Lightning

ALLIES/SOVIET UNION AND PARTISANS

RECONNAISSANCE VEHICLES



BA 12

BA 12

Armored car with two sets of double wheels in the rear and one set of single wheels in the front, with an additional set of spare wheels stowed on the sides. Although primarily used in a reconnaissance role, the BA-12 had a turreted 45 mm gun at the rear that was quite effective against light tanks, vehicles and personnel. The gun was its best asset, along with a fair amount of speed. It could not withstand an attack from enemy tanks or a sustained infantry assault. Like other Soviet vehicles, the design was

simple to allow for mass production to quickly get as many weapons on the battlefield as possible.

BA 64

Lightly armored reconnaissance vehicle mainly used by Soviet infantry. It was armed with a 7.62 mm MG mounted in a small turret. The vehicle was rather small and had a crew of two.



BA 64



Willys Jeep

Willys Jeep

Lend-and-lease version of the commonly used American utility vehicle.

CODENAME: PANZERS

PHASE TWO

Allies units

ARTILLERY

M1910/30 (122 mm)

Medium field howitzer capable of firing 22 kg explosive shells over a distance of 12 kilometers. It had only enough armor to protect its crew against shrapnel. As usual for all Russian artillery guns, its tires were filled with foam, so even after a direct hit, it could still move.



M1910/30 (122 mm)



M1909/30 (152 mm)

M1909/30 (152 mm)

Medium field howitzer able to propel 40 kg explosive shells over a distance of 9 km. At a weight of 2.7 tons, it was rather heavy and complicated to redeploy. As usual for all Russian artillery guns, its tires were filled with foam, so even after a direct hit, it could still move.

M1932 (45 mm)

Beefed-up Russian copy of the German 37 mm Rheinmetall AT gun.



M1932 (45 mm)

ZIS-2 (57 mm)

Very effective and easy-to-handle AT weapon that fired high-velocity shells over a range of 8,400 meters. At a range of 500 meters, it was capable of penetrating 10 cm of steel.



ZIS-2 (57 mm)

Allies units

ZIS-3 (76 mm)

Originally intended as a field cannon, it proved to be very effective as an antitank weapon. It could fire its shells over 10,000 m and was able to penetrate 14 cm of steel at 500 m. Many were captured by the Germans who often used them against their former owners.



ZIS-3 (76 mm)

SELF PROPELLED ARTILLERY



Gaz AA Quad MX

Gaz AA Quad MX

Mobile AA platform built on the legendary "Polutorka" truck. Mounted, quadruple 25 mm Maxim MGs were lethal against both low-flying aircraft and attacking infantry.

SU 76

Self-propelled AT gun built on the T-70 light tank chassis. 76.2 mm main gun was lacked penetration power after 1943. Its open top provided a welcome opportunity for enemy infantry attacking with hand-grenades. The Russians countered these flaws with sheer numbers: more than 12,000 SU-76's were built and fielded between 1940 and 1945.



SU 76

CODENAME: PANZERS

PHASE TWO

Allies units



SU 85

SU 85

Self-propelled tank hunter mounting an 85 mm main gun originally developed for AA purposes. Lack of hull-mounted MGs made it highly vulnerable to enemy infantry. The lack of a turret was another disadvantage, as the crew needed to direct the whole tank roughly towards the target. On the road the SU-85 was able to travel at 55 km/h with its 500 HP engine - as fast as the German Jagdpanther. Once the Russians figured out that the main weapon of the SU-85 fit better in the T-34, the unit was replaced by the SU-100.

SU 122

Mass-produced assault gun created by mounting a 122 mm howitzer on the T-34 chassis. It had excellent off-road capability and speed. Converted to accept German 122 mm shells, captured vehicles were often used by the Wehrmacht.



SU 122

ISU 152

Assault cannon built on the IS-2 chassis. Its long barreled 152 mm howitzer gave it immense firepower. Its top-mounted 12.7 mm MG was intended for use against enemy aircraft. Unfortunately the gunner had to move on the top of the turret to use it, which made him a welcome target for enemy infantry.



ISU 152

BM13N "Katyusha"

Rocket launching system mounted on a ZIS-6 truck. It was able to launch 16, 20 mm rockets over a distance of 9 kilometers. Each rocket was able to tear apart armored vehicles and could decimate large groups of infantry within moments. The Germans nicknamed the weapon "Stalin's organ" because of the shrieking sound the rockets made. The Russians called it Katyusha (Cathy or Catherine), inspired by a very popular song from those days.



BM13N "Katyusha"

Allies units

ARMORED FIGHTING VEHICLES



BT-7

BT-7

Medium battle tank, the workhorse of Soviet armored divisions during the early stages of the Great Patriotic War. With its 500 HP diesel engine, it was able to reach a top speed of 86 km/h. While its mobility was sufficient, its inadequate armor was its biggest handicap - a fatal one when facing more advanced German panzers. Its crew of three used a 76.2 mm antitank gun and three 7.62 mm machine guns. Its planned successor the BT-IS was never used in actual combat. Instead, Russian engineers pro-

gressed with their designs, and created T-34, one of the most famous and most important tanks in history.

IS-2

Heavy battle tank named after Josef Stalin; a true monstrosity on par with the KV series it replaced. Its crew of four used a 122 mm main gun, which could penetrate all existing armor at the time - even the German King Tiger needed to be careful when engaging the IS-2. The Russians used the IS-2 in the final battle for Berlin with devastating results. An observer of a fight between an IS-2 and a Panther reported the Russian shell penetrated the Panther's front armor and left through the rear of the tank before exploding.

Shortly after its introduction, Russian engineers noticed that the German 75 mm gun could penetrate the IS-2 from all sides. The consequence was the development of the IS-2M with stronger front armor angled at 60 degrees - incoming shells often ricocheted or bounced away from it. Between 1944 and 1945, 3,475 IS-2s were produced.



IS-2

KV-2

Heavy battle tank named after Red Army founder, Klement Voroshilov. It was a nightmare for the Germans during the Russian Campaign. A huge turret and a 152 mm howitzer made the over 50-ton monster a tough nut to crack for enemy AT guns. It was easier to hit than to damage - sometimes even several direct hits failed to bring it to a permanent stop. A single KV-2 managed to hold up a whole German motorized division during their invasion of the Ukraine. Positioned next to a main road leading

through marshy ground, it destroyed one vehicle after another, took out half a dozen batteries and blocked the German advance for over 48 hours before its crew of six ran out of ammo and decided to abandon their immobilized tank. Only 330 KV-2s were built between 1940 and 1941, as the production facilities were captured by the Germans.



KV-2

CODENAME: PANZERS

PHASE TWO

Allies units

T-26

Light infantry support tank first used in the Winter War against Finland in 1939-1940. Essentially a replica of the six-ton British Vickers tank, its top speed was 30 km/h - certainly not fast enough for a good reconnaissance vehicle. This fact limited its use to recon and vanguard missions during the Great Patriotic War. Another major issue was inadequate armor, which was far from compensated by the 45 mm main gun and two, hull-mounted MGs. Manned by a crew of three, the T-26 posed a very real threat to German Panzer IIIs and IVs, but it was also an easy target to destroy.



T-26

T-34 M40

Mass-produced medium tank of revolutionary design. The early version is distinguishable by its small turret and peculiarly shaped gun mantle. It had tremendous firepower: a 76.2 mm 76L35 cannon that was twice as big as its German rivals' guns, and could rip open any tank it met. Powered by a 500 HP engine, it could travel at 40 km/h cross-country. Mud and snow presented no handicap for its wide tracks. Although the German Panther was technically better in the same class, the sheer numbers in which the T-34 was



T-34 M40

produced (10,760) made it a more significant player on the battlefield. It was probably the most important tank of the Allied forces, and had a great impact on many subsequent designs.

T-34 M42

Another version of the mass-produced medium tank, distinguishable by its slightly enlarged, cast steel turret. It shocked the Germans with its ability to destroy all opposition while its own, sloped armor deflected AT shells.



T-34 M42

Allies units

CODENAME: PANZERS

PHASE TWO

T-34/85

Major upgrade of the mass-produced medium tank; a Soviet reaction to the improved armor and armament of the new German panzers fielded in 1943. The T-34/85 received a modified KV-85 turret on the T-34/76 chassis and was equipped with an 85 mm gun. With these modifications, they were able to destroy a German Tiger from 1,500 meters, although only by hitting them from either side.



T-34/85

TRANSPORT AND UTILITY VEHICLES

Gaz AA

The legendary "Polutorka" was one of the most produced Russian vehicles in the 20th century. From 1930 to 1950, more than 1 million were made. The Gaz-AA was used for all kind of tasks: as a common truck, ammunition transport, fuel transport, ambulance truck, mobile radio station and also as AAA carrier. The Gaz-AA was able to use all kinds of fuel. Even kerosene could be used when the weather was hot enough. It could carry around 1.7 tons and could travel at 75 km/h.



Gaz AA

ZIS 20

Russian copy of the U.S. automotive utility vehicle imported to the Soviet Union during the 1920's.



ZIS 6

AIRCRAFT

Ilyushin IL-2 "Sturmovik"

Low-level attack plane, essentially a flying tank: its entire front was fitted with 14 mm armor plating. The canopy's front was also made of 65 mm bullet-proof glass. Four MGs were mounted in its wing roots, which were replaced by more lethal weapons later in war.



Ilyushin IL-2 "Sturmovik"



Ilyushin IL-4 DB-3F

Ilyushin IL-4 DB-3F

Mass-produced medium bomber. With its three MGs, long range and capability to carry nearly a ton of bombs, it was considered a very successful design. In 1942, the original motor was changed to the more powerful M-88B engine, which made the plane even better - so good that it remained in service long after the war.

Ilyushin IL-12

Mass-produced, multi-engine Russian cargo plane in Yugoslav partisan service.



Ilyushin IL-12



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